In the Claims:

1. (Currently Amended) A method for setting a licensing policy of using at least one digital product by a plurality of users of an organization, comprising the steps of:

(a) conducting a ~~relatively more~~ tolerant, first licensing policy for the use of the at least one digital product by the plurality of users during a trial period;

(b) monitoring at least one parameter of said use during said trial period; and

(c) implementing, only by the plurality of users, and by utilizing at least one optimization method based on said monitoring of said at least one parameter, a ~~relatively less tolerant~~ second licensing policy that is less tolerant than said first licensing policy;

wherein at least one of said conducting, said monitoring and said implementing is effected at least in part via a licensing server.

2. (Currently Amended) The method of claim 1, wherein said step of monitoring includes collecting at least one sample of said at least one parameter, and wherein said step of implementing includes evaluating the performance of said ~~relatively more tolerant~~ first licensing policy based on said at least one sample.

3. (Currently Amended) The method of claim 1, further comprising steps of, in at least one loop, re-evaluating said ~~relatively less tolerant~~ second licensing policy, and optimizing said ~~relatively less tolerant~~ second licensing policy according to said re-evaluation.

4. (Currently Amended) The method of claim 1, wherein said ~~relatively more tolerant~~ first licensing policy comprises at least one rule being less restrictive than a corresponding rule of said ~~relatively less tolerant~~ second licensing policy.

5. (Currently Amended) The method of claim 1, wherein said ~~relatively more tolerant~~ first licensing policy includes free usage of the at least one digital product during said trial period.

6. (Original) The method of claim 1, wherein said at least one parameter is selected from a group consisting of a time count and a run count.

7. (Previously Presented) The method of claim 6, wherein said time count is selected from the group consisting of the time of posting of a request for a license, the time a license is in use by one of the users, and the average time one of the users has to wait in a licensing queue until a license is issued.

8. (Previously Presented) The method of claim 6, wherein said run count is selected from the group consisting of the number of times licenses have been issued, the number of times a license has been requested, and the number of times one of the users gave up requesting a license.

9. (Previously Presented) The method of claim 1, wherein the plurality of users is selected from the group consisting of a plurality of machines, at least one organization and at least one department of an organization.

10. (Previously Presented) The method of claim 1, wherein the plurality of users is defined manually.

11. (Previously Presented) The method of claim 1, wherein the plurality of users is defined automatically.

12. (Previously Presented) The method of claim 1, wherein the plurality of users is selected from the group consisting of the first N users that invoked said product during a first predefined period, the first N users that used said product for at least a predetermined duration during a predefined period, and a combination thereof.

13. (Previously Presented) The method of claim 1, further comprising ranking each user from among the plurality of users, and issuing a license to the user having the highest rank among the users waiting in a licensing queue.

14. (Original) A method according to claim 13, wherein the rank of a user waiting in a licensing queue is upgraded according to the waiting time of said user in said queue.

15. (Withdrawn) A method for determining a number of available licenses in a licensing pool, the licenses directed for the use of at least one digital product by a plurality of users of an organization, the method comprising the steps of:

(a) issuing a relatively more tolerant maximum number of available licenses to said licensing pool;

(b) complying with said relatively more tolerant maximum number of available licenses from said pool that come from the plurality of users, and monitoring a count of the issued licenses; and

(c) when said trial period is over, setting a relatively less tolerant maximum number of available licenses in said pool by implementing at least one optimization method based on said monitoring.

16. (Withdrawn) The method of claim 15, wherein said count is selected from the group consisting of a time count and a run count.

17. (Withdrawn) The method of claim 15, further comprising the steps of repeating steps (b) and (c) in at least one loop.

18. (Withdrawn) The method of claim 15, wherein said optimization method includes counting a percentage of the licenses being used in a time unit.

19. (Withdrawn) The method of claim 15, wherein said at least one optimization method includes counting the number of maximum licenses being used at the same time.

20. (Withdrawn) The method of claim 15, further comprising ranking each user from among the plurality of users, and issuing a license to a user having the highest rank among users waiting in a licensing queue.

21. (Withdrawn) The method of claim 20, wherein said rank of a user waiting in a licensing queue is upgraded according to the waiting time of said user in said queue.

22. (Withdrawn) The method of claim 20, wherein said rank of a user is determined according to his hierarchy among the plurality of users.

23. (Currently Amended) The method of claim 1, wherein said ~~relatively more tolerant~~ first licensing policy is an unrestricted licensing policy.

24. (Currently Amended) The method of claim 1, wherein said ~~relatively more tolerant~~ first licensing policy is a policy of providing a license to any member of an organization that requests a license.

25. (New) The method of claim 1, wherein the plurality of users that implements said second licensing policy includes at least one end-user of the at least one digital product.